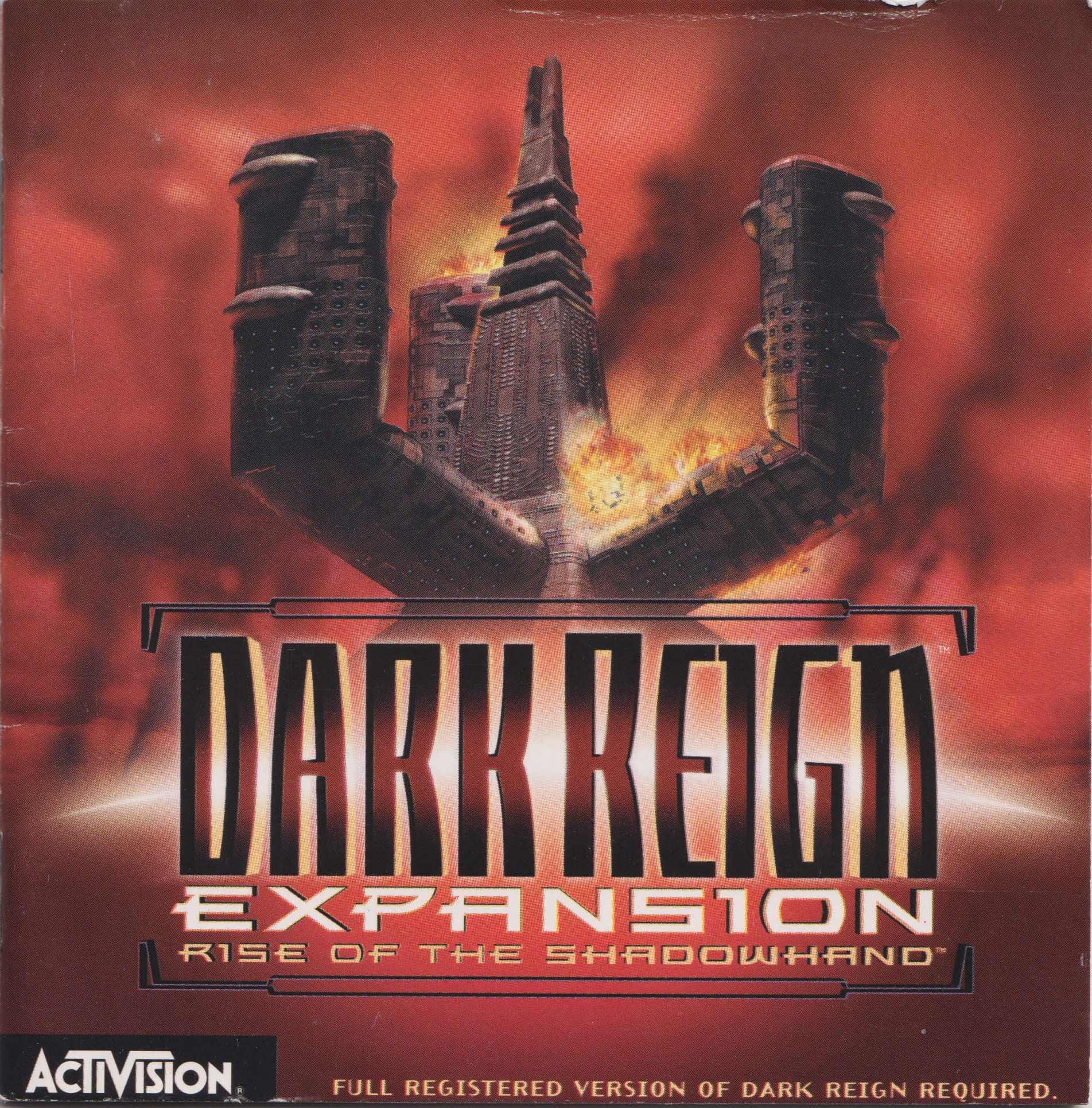

DARK REIGN™
EXPANSION
RISE OF THE SHADOWHAND™
ACTIVISION®
FULL REGISTERED VERSION OF DARK REIGN REQUIRED.

Contents

Minimum System Requirements 1
Installing *Dark Reign Expansion: Rise of the Shadowhand*™ 2
AutoPlay 3
DirectX5 4
Multiplayer Missions 5
MemScan Excerpt 6
Units 10
Buildings 14
Keyboard Commands 15
The Origin of the Osiris Project 18
Problems and Solutions 20
Credits 22
Customer Support 24
Software License Agreement 25

Minimum System Requirements

- 100% IBM PC-compatible computer
- Pentium® 90 processor
- Microsoft® Windows® 95 operating system
- 16 MB RAM
- Double-speed CD-ROM drive (300K/second sustained transfer rate)
- 50 MB of uncompressed hard disk space
- SVGA 640 x 480 graphics with a VESA local bus (VLB) or PCI video card
- 14.4 modem for multiplayer option
- 100% SoundBlaster™ 16-compatible sound card (for digital and general MIDI audio)
- 100% Microsoft-compatible mouse and driver
- 100% Windows 95-compatible computer system (including the latest Windows 95-compatible and DirectX drivers for CD-ROMS, video card, sound card, modem and input devices)

Dark Reign: The Future of War must already be installed in order to play.

Recommended Multiplayer Requirements

- Pentium® 133 processor
- 32 MB RAM
- Quad-speed CD-ROM drive
- 28.8 modem

Note: In order to play an eight-player Internet game, a 56.6 Kbps connection is required for all players.

Installing
Dark Reign Expansion: Rise of the Shadowhand

Please Note: You must have *Dark Reign: The Future of War* installed on your hard drive before you begin installation of *Dark Reign Expansion: Rise of the Shadowhand*. This expansion installs to your existing Dark Reign directory allowing you to access both games with one interface.

Please make sure your computer system is 100% Windows 95-compatible.
Dark Reign is not compatible with Windows 3.1 or other operating systems.

Note: For *Dark Reign Expansion: Rise of the Shadowhand* to run best, it requires that your system have the latest Windows 95 drivers for your CD-ROM drive, sound card, video card, and input devices. If you have any problems running the program, older sound or video drivers are the most likely problem.

If you need help on how to obtain the latest sound and video drivers, check our Technical Help file. Just press the **More** button on the Shadowhand title screen (the title screen displays shortly after inserting the Dark Reign Expansion CD into your CD-ROM drive), then click the **Help** button. We have supplied a list of major computer hardware companies and their telephone numbers. You can find them listed under **Vendor List**. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

1. Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel).
2. Insert the Dark Reign Expansion: Rise of the Shadowhand disc (Install CD) into your CD-ROM drive and wait a few moments until the Shadowhand title screen appears. (If the title screen does not appear, please refer to AutoPlay in the Troubleshooting section.)
3. There are several buttons on the title screen. Click the **Install** button to begin the installation process and then follow the on-screen instructions.
4. Because it is required to have *Dark Reign: The Future of War* installed on your hard drive the DirectX drivers required to run *Dark Reign Expansion: Rise of the Shadowhand* should already be present. However, if you wish to install DirectX 5, it is present on the Dark Reign Expansion: Rise of the Shadowhand disc. Go to **My Computer**, right-click on your CD-ROM drive and click on **Open**. Enter the DirectX folder. Double-click on **Setup** and follow the installation process. When DirectX 5 installation is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 5, see page 4 of this manual.

5. Now you can run *Rise of the Shadowhand* by choosing **Programs/Dark Reign/Dark Reign - Shadowhand** from the Start menu. Make sure you have the Rise of the Shadowhand CD inserted in your CD-ROM drive. This is required to play *Dark Reign Expansion: Rise of the Shadowhand*.

Registration - Please register your copy of *Dark Reign Expansion: Rise of the Shadowhand* by completing the Registration Card and returning it to Activision at the address supplied.

AutoPlay

If the Shadowhand title screen does not appear, try performing the following steps:

1. Double-click on the **My Computer** icon on your desktop or right-click on the icon and choose the **Open** option.
2. Select the **Refresh** option located in the View pull-down menu.
3. Double-click on the **Dark Reign CD** icon in the window or right-click on the icon and choose the **AutoPlay** option.
4. After the Dark Reign Expansion: Rise of the Shadowhand title screen appears, click on the **Install/Play** button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimised for use with Windows 95. To verify this, perform the following steps:
   a. Open the Windows 95 **Control Panel** folder and double-click on the **System** icon.
   b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimised for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

OR

   a. Open the Windows 95 **Control Panel** folder and double-click on the **System** icon.
   b. Click on the **Device Manager** tab. Click on the **plus** sign next to CDROM, select your CD-ROM and choose **Properties**.
   c. Click on the **Settings tab**. Insert a **check mark** in the box to the left of Auto Insert Notification and select **OK**.

DirectX 5

You should already have the DirectX drivers required to run *Dark Reign Expansion* because the drivers are the same as those for *Dark Reign: The Future of War*, which you must have installed on your system.

If you choose to install DirectX 5, follow these directions:

With the game disc in your CD-ROM drive, right-click on the game's CD icon and select **Install DirectX** or refer to the second question and answer below. DirectX 5 is the most current version of DirectX at the time of this release.

Q. What is DirectX 5 and why do I need it?

A. Microsoft's DirectX 5 is a set of functions that gives Windows 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95 games.

Q. If I don't have DirectX 5, will *Dark Reign Expansion: Rise of the Shadowhand* install it for me?

A. No, you will need to manually install it. To do so, use the following instructions:

1. Place the disc in the CD-ROM drive and exit from any autoplay screens.
2. Double-click on **My Computer**.
3. Right-click on your CD-ROM drive and choose **Install DirectX**.
4. Follow the installation process. When DirectX installation finishes, you will need to restart your computer for the new drivers to work.

Q. I already have other Windows 95 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

A. If you already have other Windows 95 games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 5. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 5 installed on your computer, the Microsoft DirectX 5 installer will detect that and not overwrite any DirectX 5 files. You will not need to restart your computer after installation in order to run *Dark Reign Expansion: Rise of the Shadowhand*.

For your convenience, video drivers for some commonly used video cards have been supplied on the Dark Reign Expansion: Rise of the Shadowhand disc, which can be restored on your system if you experience problems after installing DirectX 5.

Multiplayer Missions

To run a multiplayer mission go to the Multiplayer Set-up screen. Press **Select Map** then change the **Map Type** pull-down menu to **Mission**. The list of available missions will be displayed in the map list. Select and accept a mission map. Assign teams to players based on the mission briefing, then launch.

Some starting locations are AI only. These are set in the Construction Kit by defining an AI FSM for these start locations.

Each Start location has a team designated for it. When selecting start locations using fixed placement, your team will be changed to the one associated with that start location. When using random placement, your start location will be randomly assigned from those available for your team.

Internet Screen

There is now right-click functionality for games, rooms, and players. Right-clicking on a room or game will allow you to list the players within or to join the room or the game. Right-clicking on players allows you to see their ping time, their IP address, and gives you the ability to ignore them.

Random Map Selection

This feature allows all existing maps on the creator's computer that fit the existing search parameters regarding size and number of players to be randomly selected with no player knowing the map before the game starts.

The user specifies the following: Number of Players, Number of Water Wells, and the Size of the map.

The Water Wells are:

- Random (any)
- Sparse (one per player or less)
- Moderate (one to two per player)
- Plentiful (more than two per player)

The Map sizes are:

- Random (any)
- Small (75 x 75 tiles or less)
- Medium (75 x 75 to 150 x 150 tiles)
- Large (150 x 150 to 220 x 220 tiles)
- Huge (above 220 x 220 tiles)

Map Transfer

If the host selects a map that another player does not have, the map will be transferred to that player when the game is launched.

Tech Level

Tech levels restrict players' ability to build mass destruction units and buildings such as super weapons. The tech levels can be changed by the game creator.

The Following is an excerpt from the MemScan, Paths in Darkness: A History of the Xenite War by Ambassador Lynx Carridan 2502-2836

My father was never one to project his emotions. He felt strongly about many things - the value of human life, his hatred of the oppressive Imperium, his devotion to the Freedom Guard's cause. Yet it was a captain's duty to maintain a steady hand, he taught me, and not allow his passions to become the master of his reason - even in the most challenging circumstances. My father was by anyone's assessment one of the great ship commanders.

I had never seen him so affected as at that moment, however. He shook his head repeatedly, blinking, muttering. The entire bridge of the Emancipator had fallen silent. The gargantuan structure before us seemed imponderably vast - a thousand kilometers across - maybe larger: a giant silver bow drifting quietly in the dark ocean of space.

My father looked up gravely at his old friend, first officer Bera Kazahn. "It is, isn't it?" he asked.

"Yes," replied old Bera, almost in a whisper. "Imperium bastards built it after all. I wouldn't have believed it."

The Foldgate had always been a myth: a great portal through which a ship could travel tremendous distances - across space, and perhaps even across time. For years there had been rumours filtered down from our intelligence sources that the Imperium was working on such a project, but no one ever took the reports seriously. There was even a story that Alpheus Togra himself had offered a design for a similar "jumpgate" while attending the Academy of Sciences on Rubicon and that the Imperium was using his research to actualise his vision. Just stories. Yet here it was before us, an ominous Mobius band twisting in the heavens amidst a sea of cloaking buoys. What lay on the other

side of the gate changed our lives forever. We never would have encountered it if we had not already been in desperate circumstances.

In the last weeks of 2516 the Great War between our Freedom Guard and the Imperium entered a new phase of unparalleled destruction. I doubt that these uncomfortable wires leading from my skull to the comp panel can truly convey the memory of the violence we witnessed during this time. Those of us who lived through the progress of the Armada and the Ascension of the Marked must recall those days with a cold shiver.

The Togran uprising on Strata 7 had ended the Imperium's hope to win the war with a single decisive victory. Fearing that the threat posed by this new force would soon require the full attention of the Imperium military machine, High Command Officials initiated a massive campaign to terrorise all civilian populations into submission. The plan called for the Dessicator to be re-deployed and used to destroy planets sympathetic to the Freedom Guard Rebellion.

Later termed by historians as the Caliban Offensive (after the planet on which High Command Officials first met to discuss the directive), the conflict began with the assembly of a massive 20,000 ship armada. This fleet, called the Black Armada by archstrategor Gregor Trilkin, burned its way through the galaxy towards the centre of Freedom Guard space, leaving dozens of shattered, lifeless worlds in its wake. At every system in the Armada's path, fanatic units of Marked soldiers fought with savage ferocity, forcing the Imperium to pay in blood for every inch of captured territory. We fought on, conscious of the fact that we were buying time for the preparation of a last stand on the Freedom Guard capital world of Teron.

At Synod headquarters, Field Marshall Jeb Radec and his generals huddled in subterranean blast shelters and made plans for the placement of orbital defence batteries. Meanwhile the First Consul, Gerhad Bantrill, orchestrated the evacuation of the Freedom Guard's outlying planetary bases. One such installation was the battlestation on Electra IV in the Uriel Sector, my home until age 15.

Freedom Guard forces on Electra IV were preparing to pull back to Teron when word came that the cruisers sent to escort us had been intercepted and destroyed. My father had recently been promoted to base. Father knew how to lead, he knew how to survive, and he certainly knew better than to expect mercy at the hands of the Black Armada. As thousands of target blips began to stream across our long range sensor screens, he ordered the base destroyed and all remaining personnel to be evacuated on board a small fleet of military transport crafts.

Shortly after launch, our fleet was detected by a forward patrol and attacked. A great number of our ships were destroyed immediately: the lightly armed transport craft stood no chance against the more powerful Imperium warships. After a brief battle, the Imperium forces disengaged when our

flagship, Emancipator, rammed and destroyed the Imperium command vessel. Damage to the fleet was catastrophic and widespread. Few of the surviving ships were able to continue at all.

An executive order went out that all crews and supplies were to be shifted onboard the Emancipator, the only remaining vessel with an operable jump drive. My father could sense the proximity of the Imperium's Black Armada and knew that all critical nav points leading back to Teron would already be surrounded by enemy forces. After a short deliberation period he emerged from his private chambers and ordered the bridge crew to set a course away from Teron and Freedom Guard space. His plan was to lose the ship amidst the countless uncharted stars of the frontier until an indirect path back into Freedom Guard space could be laid out.

After six days of running hard at maximum pulse, we passed out of the Uriel Sector and into a barely explored region on the edge of human space. My sister and I were doing a routine system check when the short range scanners suddenly detected a massive object looming point blank, its boundaries obscured by a tremendous cloaking field. Father ordered the helmsman to bring us through the cloaking field to within a few kilometers of the object. It was then that we saw it for the first time. I checked my readouts, and then checked them again. In our flight from the Imperium fleet it seems we had accidentally stumbled upon what must have been its most powerful military creation to date: 3.5 kilometers off our bow hovered a neutrino driven Foldgate.

Before we could begin the investigation, an Imperium destroyer patrolling the edge of the cloaking field suddenly fell upon us. Knowing that Emancipator would not survive another engagement, my father ordered the helmsman to take the ship through the Foldgate. Under heavy fire and unable to manoeuvre in the confined space of the Foldgate tunnel, Emancipator collided with the gate's superstructure and set off a chain reaction of explosions that caused the neutrino field to collapse. The Emancipator shuddered violently and pitched hard starboard. I imagine the blast must have sealed our pursuers in the limbo of Foldspace forever, but we had survived. Alive, but where - or when?

When the remnants of the command from Electra IV emerged from Foldspace, we found ourselves in the gravity well of an isolated class J star in the galaxy's northwest spiral arm, several thousand light years from our previous location.

As we began to assess our situation and tend to our wounded, I looked up to offer a report to my father. His seat was empty. He had been hit by shrapnel from an exploding comp panel during the collision and lay crumpled in a heap on the floor. A moment later a team of medics was on the bridge, but nothing could be done. I stood there stunned as they carried his lifeless body away. My

memories of that harrowing journey, from then on, are dull and hollow, as if the events had happened to someone else.

Initial telemetric scans of the area revealed the presence of four planets in the system, two of which were capable of supporting human life. We conducted a sensor sweep and discovered that the void around us was alive with communication and detection frequencies. I will never forget the look on the assembled commanders faces while they watched the sensorcomp create a holo-projection of the combined sensor data. When the projection halted, we looked upon an immense Shadowhand base.

For over three hundred years the Imperium's dreaded secret police force had been tracking down and exterminating all traces of sedition with machine-like efficiency. During that time the Shadowhand had achieved a level of strength and independence far in excess of its official intelligence gathering activities. It was even suggested that some members of the Imperium High Command were pawns in the Shadowhand's diabolical plan. Tales of the atrocities committed by Shadowhand agents against sympathizers of the revolt were whispered across the breadth of known space. Many of the soldiers on board the Emancipator had seen the Shadowhand's Hostage Takers and Ampers in battle during the early days of the war and had been left with permanent psychological scars.

Without father's dominating presence to ensure loyalty among the officers (many of whom were simply soldiers for hire), the fleet was thrown into chaos. Some of the officers lobbied for a withdrawal from the system, saying they would rather take their chances in the cold void of space. Others demanded immediate attack on the Shadowhand installation, arguing that the element of surprise offered the only hope for victory. Days without sleep had left the men frazzled and on the edge of violence. A mutiny seemed imminent.

Order appeared in the form of my father's grizzled first officer, Bera Kazahn. Kazahn had suffered crippling injuries while piloting a skybike in the battle of Gunawan. Though his body was confined to a hover sled, the incredible force of his will dominated those around him. Using his personal cadre of mercenaries as enforcers, Kazahn defused the mutiny and reestablished control of the fleet. Hovering before the view screen on Emancipator's smoldering bridge, Kazahn fixed the assembled fleet officers with a gaze that made his eyes burn with the intensity of twin blue suns.

"As long as I breathe..." he said, "As long as one man lives under the tyranny of the Imperium... this war will never end." Then, with the remains of the foldgate still exploding in the distance, Kazahn raised one scarred finger to point at a swirling green planet on the viewscreen. He ordered his navigator to locate a suitable site for the construction of a permanent base...

Units

Common Units

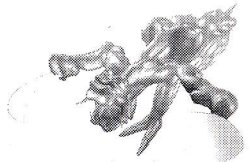
Terraformer - This powerful construction vehicle can alter the terrain within a wide area. Terraformers will also destroy all plant life within the effected radius, making them ideal tools for the clearing of impassable forests. There are two types of Terraformers:

Road Terraformer - This terraformer paves the ground over a wide radius, increasing the speed of most ground forces.

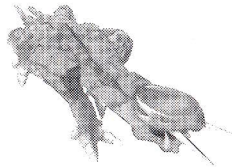
Marsh Terraformer - This terraformer creates bogs and swamps to slow down the enemy.

To activate a terraformer use the Special Function key (**I**) or double-click on the unit. The terraformer is destroyed when activated.

Freedom Guard Special Force Xenite Units



Gant - The Gant is a fierce predatory creature native to the planet Ninevah. A pack hunter by nature, the Gant is able to quickly cross all terrain and elevations on its six powerful legs. In combat, the Gant's lethal claws slaughter infantry and tear through building walls in seconds. The Gant's combat effectiveness is further increased by its ability to regenerate during battle. When not hunting, the Gant is a timid creature and will run from most attacks. When controlled or in the presence of the deadly Grendel, however, the Gant will fight to the death.

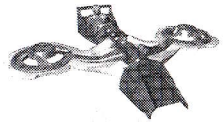


Grendel - A larger relative of the Gant, the Grendel is a truly fearsome creature. Weighing in at over ten thousand pounds of armoured hide, ultra-dense bone , and iron-like muscle, the Grendel is a match for most heavy tanks. Like the Gant, the Grendel is capable of scaling the steepest cliffs faster than a man can run. The Grendels unique physiology allows it to generate a powerful electrical charge capable of penetrating even the thickest armour from a distance. Grendels, like Gants, have the ability to regenerate themselves over time.

Ranger - The Ranger is an animal-taming specialist who uses a combination of low-tech conditioning methods and high-tech radio-wave technology to control the Xenite creatures in combat. Any wild Gant or Grendel within the Ranger's control radius will be brought under the control of the Ranger within a matter of seconds. If the Ranger is killed or driven out of range of the creatures in his pack, the Xenites will return to their wild state.

Grendel Rider - The Grendel Rider is essentially a Ranger mounted on the back of a powerful bull Grendel. The Grendel Rider has the advantage of being able to survive in the thick of battle while wrecking havoc on the enemy.

Avenger - The Avenger replaces the Outrider as the Freedom Guard Xenite forces main ground attack aircraft. The Avenger has been specially modified to fire a powerful ship-busting energy torpedo salvaged from the wreck of the Emancipator. Most units can be annihilated by a single hit from this devastating weapon, however, the Avenger is lightly armoured and must reload after each shot.

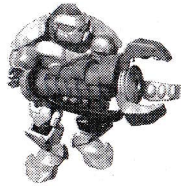


RAT Mk 2 - This upgraded troop transport is faster over water and comes equipped with a turret mounted laser rifle to provide fire support for the squad inside. Unlike the RAT Mk 1, the mk 2 does not camouflage when still. To quickly disembark from the RAT Mk 2 press the Special Function key (**I**) or double-click on the unit.
To disembark one unit at a time, press **Ctrl** and the **left mouse button**.

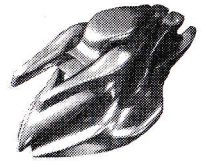
Power Striker - The Freedom Guard Xenite army's newest superweapon, the Power Striker is an elite operative equipped with a device capable of completely disrupting Taelon power currents. This specialist sabotages an enemy's power plant, causing the enemy's entire base to power down instantly. Each building must then be reactivated manually.
To use the Power Striker click the **Attack cursor** on an enemy power plant.

Shadowhand Units

Reaper (Osiris) - This eight foot tall mechanical psychopath was specially designed by the Shadowhand to hunt down and exterminate the Xenite menace. The Reaper is the most powerful infantry unit on the field and its deadly neutron rifle is especially effective against the Xenite creatures.

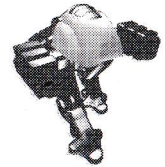


Gemini Tank (Osiris) - The Gemini tank is a versatile fighter capable of transforming instantly between attack and speed modes. In attack mode the Gemini is slow and heavily shielded, spraying its enemies with laser bolts from a double turret that generates an enormous rate of fire. In speed mode the Gemini diverts power from shields and weapon systems to its engines, becoming the fastest medium tank on the field, while leaving itself vulnerable to attack.



To toggle between the Gemini's fast and heavy modes use the Special Function key **(I)** or double-click on the unit.

The Fury (Osiris) - The Shadowhand's most deadly unit is the Fury Battlewalker. This armoured Goliath stalks the battlefield leaving smoldering destruction in its wake. Taller than a construction rig and four times as heavy, the Fury is armed with twin-linked Tachion cannons and a savage laser bore for close quarters battle. The Fury's all terrain mobility allows it to pursue the Xenite forces through the rugged hills of Ninevah.



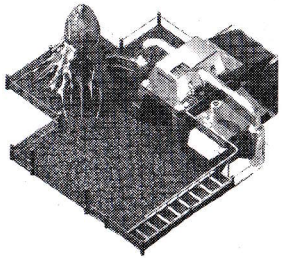
Hades Bomber - The dreaded Shadowhand bomber rains death on its enemies in the form of chemical napalm. Few combatants can survive long in the Hades' sights. The Hades is limited by its light armour and the need to re-arm frequently.

EMP Device - The EMP device was created in secret by Shadowhand scientists to neutralise computerised communication systems in combat. When an EMP device is detonated in the vicinity of an enemy Headquarters, that enemy force is temporarily paralyzed. Frozen out of his own control network, the enemy commander is rendered virtually helpless, unable to communicate with his own troops.

To detonate the EMP device, click on the enemy HQ or use the Special Function key (**I**).

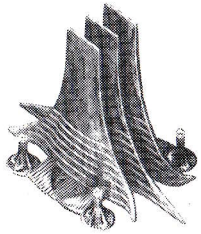
Buildings

Freedom Guard Xenite



Biocom (Biotech Compound) - The Biocom has three functions. First, the compound houses large amniotic growth tanks in which the genetically engineered Gants and Grendels of the Xenite are force-grown to maturity before being released to the field of battle. The Biocom also contains training facilities for the indoctrination of Xenite rangers and a medical laboratory in which the Freedom Guard's hard fighting raiders are genetically modified to suit the harsh environment of Ninevah's toxic atmosphere.

Shadowhand



Osiris Matrix - The Matrix building houses equipment necessary for the generation and coordination of the Osiris master control program. The Matrix allows the construction of the powerful Osiris units (Gemini, Reaper, Fury) and is the only prerequisite for the Shadowhand's level 2 HQ upgrade.

Keyboard Commands

Assign a Unit to a Group (erases all other group affiliations)	Ctrl + #'s
Select Appropriate Group	#'s
Select Group and Move to Them	Shift-0 through 9
Select All Units On Screen	E
Select All Units on Map	Ctrl-E
Select Units of Similar Type on Screen	Alt + Click
Assign a Unit to a Group and Allow Multiple Group Affiliation	Alt + #'s
Return to the Unit Build Screen	B
Options Menu	Esc
Paths Menu	P
Lay Down Waypoints	(hold) Tab
Orders Menu	O
Comms Menu & Message Box	Enter
Comms Menu	C
Special Functions Menu	~
List Basic Hot Keys	F1
Pause Game	Pause
Print Screen	Print Screen
Change Music Track	Kpad +/-
Attack	A
Attack Without Moving	Shift-A
Decoy Menu	D
Formation Move	F
Go to Bookmark	H
Set Bookmark	Ctrl-H
Initiate Unit Special Function	I
Self Destruct	Shift-D
Centre on Last Game Event	Space Bar

Move	M
Select Next Unit	N
Set Building Staging Area	Home
Repair/Heal	R
Re-Arm	W
Stop	S
Scatter	X
Turn Units	T
Decrease Gamma	F11
Increase Gamma	F12
Special Menu	~
Force Water Launch	Shift-L
Next of Same Unit	Alt-N
Quit to Menu	Shift-Q
Quit to Edit	Ctrl-Q
Stop CD	Keypad *
Message in Network Play	Enter
Upgrade	U
Go to Last Minimap Blip	Spacebar

Automatically setting AI parameters for a unit or group of units:

Tenacity	High	Keypad 9
Tenacity	Medium	Keypad 8
Tenacity	Low	Keypad 7
Self Preservation	High	Keypad 6
Self Preservation	Medium	Keypad 5
Self Preservation	Low	Keypad 4
Autonomy	High	Keypad 3
Autonomy	Medium	Keypad 2
Autonomy	Low	Keypad 1

Map Flagging:

Set Map Flag	Backspace
Clear Map Flag	Shift-Backspace

When Selecting Units:

Add to Selected Units	Shift
Select all Units on the Screen of the Type Selected	Alt
Select all on map of type of unit selected	Alt-Ctrl

To Use Water Contaminator or Shockwave: Press A and left-click on the target

To Use Rift Generator: Select the generator, press A, and left-click to centre

To make an Infiltrator Steal Plans: Enter a building, select the building, left-click on the icon of the plans you want to steal, exit the building, return to friendly HQ.

The Origin of the Osiris Project

SECURED TRANSMISSION//
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CRYPTONALYSIS COMPLETED
Initiating target DNA analysis.....
GAMMA SECURITY CLEARANCE - AUTHORITY RECOGNISED
RECEIVED
Shadowhand Security Directorate

Colonel Cassio Bovarr
Kinshasa, Earth
TRANSMITTED
Archona Research Complex
Dr. Horus Baraadanov
LOCATION UNAVAILABLE
Service to the Truth....

Welcome, Colonel. I wish we could greet you under better circumstances. Be assured we are all saddened by the news of your friend Colonel Farahn's unfortunate accident, but of course you know as well as anyone the unpredictable nature of our universe. As you are taking his seat as new director of Developmental Research, I'm sure you'll desire an overview of his work in progress.

Perhaps you heard from your masters in the Directorate about Project Kraken. It was initiated more than eight years ago and employed the top minds of the Scientium. The project began as an attempt to utilise cutting edge industrial robotic technology to overcome the two main obstacles delaying the physical projection of Shadowhand power throughout the galaxy. The first was the vast distances of interstellar travel, the second, a shortage of qualified personnel. Results during the first phases of the project exceeded all expectations. Within three years we had developed an automated system capable of locating, accessing, and suppressing inhabited planets over standard interstellar distances. Project Kraken incorporates a master control program that excels in the areas of industrial and strategic management. But surely, Colonel, this much you know already. And now for what you may not have known.

The project originally called for the construction of massive automated base ships that could be deployed to a hostile planet. Once there, the ships would be disassembled to create factories, defenses, and offensive military units capable of conducting a ground war without any external support. However, the project's senior designers recognised that the overall military effectiveness of Project Kraken could be enhanced with a more subtle approach. The plan was to seize and control

the industrial, military, and informational systems of the target planet's indigenous population. It soon became clear to members of the Circle that we would not need to build the base ships at all.

With a few more years of testing and a major redesign, we were able to produce a potentially sentient informational construct capable of penetrating and controlling any computer system. The project encompassed nearly limitless potential, yet still required some overall motivating component, a personality if you will, to synchronise its trillions of individual components. We found our missing link in the Imperium Military Archives on Mars.

Thirty years ago Imperium researchers on Shiva conducted experiments to improve the combat effectiveness of various anti-infantry devices, including a crude weapon known as the Shredder. The experiments involved the insertion of a variety of motivational artificial intelligence profiles into the Shredders during field tests with live human subjects. One such personality, designated D8312, excelled above the others in terms of efficiency and overall lethality. Testing on Shiva was aborted after an incident in which the entire research staff was killed. The experimental "AIPs" were deposited in the Scientium data vaults on Mars and completely forgotten. These records were rediscovered recently during one of our routine audits. The opportunity was clear, Colonel. It was no trouble for our team to enter the Martian vaults and remove the necessary datacubes without detection.

It was, as you know, shortly after the retrieval of the files that our revered director met with his terrible accident. It is a dreadful irony when an individual is destroyed on the cusp of his greatest triumph. It reminds me of your remarks before the Scientium last year, Colonel: "So many reach for the grail..." But Kraken must continue, and it is the opinion of the Circle that the day of metamorphosis is close at hand. Three weeks from now the D8312 control AIP will be merged with the existing architecture of project Kraken to create a sentient being of pure information the likes of which our race has never seen. Nuclear fusion, viral germ-cell engineering , even Foldspace manipulation... all these technologies pale in comparison to the potential power inherent in such an entity.

The combined project has been renamed Osiris. You are familiar, of course, with the mythology of the ancients: Osiris, master of life and death, worshipped on Earth since the dawn of civilisation. According to myth, Osiris could not be vanquished, even after his body was cut to pieces and scattered to the four winds.

I will be available through this channel to provide you with more detailed briefings over the next few weeks. Senior project managers are due to contact us in one month to announce the birth of our special child. At that time we can make arrangements for you to visit us at our secret location and establish a relationship of your own with Osiris.

The Circle Unbroken.

PROBLEM	SOLUTION
Program won't install	You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.
Game doesn't start	This problem may be caused by lost clusters on the hard drive. Run SCANDISK to determine if this is the problem. See your Windows 95 manual for more details on SCANDISK.
Movies don't play properly	· Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600Kbps (a quad-speed drive). If you don't have a quad-speed CD-ROM drive, you can still view the movies by doing a "Large" install. This will load the movies to your hard drive. · You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. Dark Reign Expansion: Rise of the Shadowhand requires a minimum of 16 MB. · Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running Dark Reign.

PROBLEM	SOLUTION
Game freezes	· Make sure your computer has a minimum of 16 MB of RAM. · Make sure you are using Windows 95 with the latest 32-bit drivers for all your peripheral devices.
No sound, partial sound, or no voices or sound effects	· Make sure you have a 100% Windows 95 (Sound Blaster) compatible sound card in your computer. · Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level. · Make sure you are using the latest Windows 95 32-bit sound drivers for your sound card. · Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows to be sure all is correct. See your card's manual and your Windows manual for details.
Game too slow	· Make sure you are running Rise of the Shadowhand on a Pentium 90 or higher system. The game will not run on a 486 or lower system. · Make sure you have no other applications running in the background.

Credits

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Associate Production/ Asset Management By
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Additional Art
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Lachlan Creagh
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Brad Thornton

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Summers, Dave Arnspiger, Jim Hudson,
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Todd Q. Jefferson,
Todd Komesu, Oprah,
Tyler Scott, Laura Weisman,
Ruth Pearson, Karen Begg,
Page Morris, Jenny Kang,
Jason Wang, Botchie,
Harlow, Shana, Alicia Reyes, Indra Gunawan,
Tony Villalobos, Jason Sullivan

Customer Support

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In order to assist us when dealing with your difficulty, please have the following information ready when you call.

1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. What operating system you are using (e.g., Windows 95 or DOS)?
4. What kind of processor does your machine have (e.g., Intel Pentium® 90)?
5. What kind of video and soundcards does your machine have (e.g., Diamond Stealth 64 video, Sound Blaster)?
6. Are you using a joystick? If so, what brand and model? What is it using as a game port (e.g., soundcard, dedicated game port)?
7. How much free disk space do you have?
8. How much RAM is in your machine?

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

If you are using a modem:

1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which port is each configured?
4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

If using an external modem:

1. What kind of serial card is being used?
2. Do you have a seven-wire serial cable?

If you are on a LAN:

1. Can you see other computers on the network?
2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? What version number?

NOTE: The multiplayer component of this game is handled via online only.

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America Online: Use keyword "Activision" to locate the Activision forum.
CompuServe: 76004,2122 or [GO ACTIVISION]
Activision BBS: +1 (310) 255-2146 Up to 33,600 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

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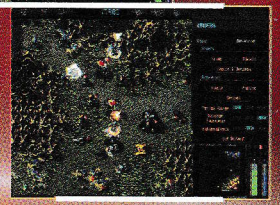

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